

	Type	L #	Hits	Search Text	DBs	Time Stamp	Comments
1	BRS	L1	118	mask\$3 near10(transluc\$6 or see adj2 through or transpa\$6))same((effe t\$3 or distort\$3 or deform\$6 or alter\$3 or blur\$3 or error\$2)near10 imag\$3	USPA T; US-P GPUB	2004/09/2 5 12:57	
2	BRS	L2	32	1 same(mov\$6 or shift\$4)	USPA T; US-P GPUB	2004/09/2 5 12:59	
3	BRS	L3	1925	imag\$3 near10 mask\$3) near10(transluc\$6 or see adj2 through or transpa\$6 or opaq\$6	USPA T; US-P GPUB	2004/09/2 5 12:19	
4	BRS	L4	0	3 same (effet\$3 or distort\$3 or deform\$6 or alter\$3 or blur\$3 or error\$2)near10(surrou nd\$3 or neighbor\$6 or unmask\$3)	USPA T; US-P GPUB	2004/09/2 5 12:18	
5	BRS	L5	15315	(effet\$3 or distort\$3 or deform\$6 or alter\$3 or blur\$3 or error\$2)near10(surrou nd\$3 or neighbor\$6 or unmask\$3)	USPA T; US-P GPUB	2004/09/2 5 12:41	
6	BRS	L6	4	5 same(mask\$3 near10(transluc\$6 or see adj2 through or transpa\$6 or opaq\$6))	USPA T; US-P GPUB	2004/09/2 5 12:21	
7	BRS	L7	15985	(mask\$3 near10(transluc\$6 or see adj2 through or transpa\$6 or opaq\$6))	USPA T; US-P GPUB	2004/09/2 5 12:22	
8	BRS	L8	2008	7 same(mask\$3 near10(mov\$6 or shift\$4))	USPA T; US-P GPUB	2004/09/2 5 12:23	
9	BRS	L10	34	8 same(draw\$3 or writ\$3 or effet\$3 or distort\$3 or deform\$6 or alter\$3 or blur\$3 or error\$2)near10 imag\$3	USPA T; US-P GPUB	2004/09/2 5 12:41	

	Type	L #	Hits	Search Text	DBs	Time Stamp	Comments
10	BRS	L9	27	8 same(effet\$3 or distort\$3 or deform\$6 or alter\$3 or blur\$3 or error\$2)near10 imag\$3	USPA T; US-P GPUB	2004/09/25 13:02	
11	BRS	L11	234	8 same(draw\$3 or writ\$3 or effet\$3 or distort\$3 or deform\$6 or alter\$3 or blur\$3 or error\$2)	USPA T; US-P GPUB	2004/09/25 13:04	
12	BRS	L12	4	11 same(surround\$3 or neighbor\$6 or unmask\$3)	USPA T; US-P GPUB	2004/09/25 13:03	
13	BRS	L14	8	13 same(mov\$6 or shift\$4)	USPA T; US-P GPUB	2004/09/25 13:00	
14	BRS	L15	1	13 same(effet\$3 or distort\$3 or deform\$6 or alter\$3 or blur\$3 or error\$2)near10 imag\$3	USPA T; US-P GPUB	2004/09/25 13:02	
15	BRS	L16	10	13 same(effet\$3 or distort\$3 or deform\$6 or alter\$3 or blur\$3 or error\$2)	USPA T; US-P GPUB	2004/09/25 13:03	
16	BRS	L17	12	13 same(surround\$3 or neighbor\$6 or unmask\$3)	USPA T; US-P GPUB	2004/09/25 13:03	
17	BRS	L18	2	13 same(draw\$3 or writ\$3)	USPA T; US-P GPUB	2004/09/25 13:04	
18	BRS	L13	143	mask\$3 near10(transluc\$6 or see adj2 through or transpa\$6 or opaqu\$6))same(client\$2 or server\$2 or network\$2 or internet\$3	USPA T; US-P GPUB	2004/09/25 13:05	

	Error Definition	Er ro rs
1		0
2		0
3		0
4		0
5		0
6		0
7		0
8		0
9		0

	Error Definition	Er ro rs
10		0
11		0
12		0
13		0
14		0
15		0
16		0
17		0
18		0

**Results Key:**

JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 Portable digital X-ray and gamma-ray imaging system with pinhole and coded mask collimators

Sudarkin, A.N.; Ivanov, O.P.; Stepanov, V.E.; Urutskoev, L.I.;
Nuclear Science Symposium, 1997. IEEE , Volume: 2 , 9-15 Nov. 1997
Pages:1586 - 1590 vol.2

IEEE CNF

2 Log-polar sampling incorporating a novel spatially variant filter to improve object recognition

Thornton, A.L.; Sangwine, S.J.;
Image Processing and Its Applications, 1997., Sixth International Conference on , Volume: 2 , 14-17 July 1997
Pages:776 - 779 vol.2

IEEE CNF

3 Optical camouflage using retro-reflective projection technology

Inami, M.; Kawakami, N.; Tachi, S.;
Mixed and Augmented Reality, 2003. Proceedings. The Second IEEE and ACM International Symposium on , 7-10 Oct. 2003
Pages:348 - 349

IEEE CNF

4 Transparent robust image watermarking

Swanson, M.D.; Bin Zhu; Tewfik, A.H.;
Image Processing, 1996. Proceedings., International Conference on , Volume: 3 , 16-19 Sept. 1996
Pages:211 - 214 vol.3

IEEE CNF

5 Image coding with mixed representations and visual masking

Bin Zhu; Tewfik, A.H.; Gerek, O.N.;
Acoustics, Speech, and Signal Processing, 1995. ICASSP-95., 1995 International Conference on , Volume: 4 , 9-12 May 1995
Pages:2327 - 2330 vol.4

IEEE CNF
